

Mid-Florida Atari Computer Club Bulletin

October, 1993

Vol. 10, No.10

This is the monthly bulletin of the Mid-Florida Atari Computer Club. In it are articles written or submitted by members who feel they are of interest to all users of Atari computers.

You may wish to join a computer club to share the beneficial aspects of having others around you who have similar machines, like interests, and a desire to share what they know with others. A users group can help you understand things about your computer that they have already discovered.

Our membership, at \$12.00 per year, entitles you to the newsletter, access to the disk libraries, and club meetings where all the fun and education happen on a monthly basis.

We meet in the Orlando Library building downtown Orlando, 101 E Central Blvd. At 1:30PM on the second Sunday of each month. Feel free to join us there next month to learn more about the wonderful world of computers, and Atari computers in particular.

For Newsletter Exchange

M.F.A.C.C.
C/O Bob Smith
3729 Yosemite Dr.
Orlando, FL 32818

M.F.A.C.C. Affiliated BBS Listing:
The Club ☛ 290-0404
Top Gun ☛ 381-5403
Starbase 1 ☛ 381-2610
Inner Core ☛ 294-5183
Atari Attic ☛ 521-7357

Prez. Message
Page 2

Minutes
Page 3

Money STuff
Page 4

Diamond Edge
Page 6

Work Bench
Page 9

Alternatives?
Page 13

Tech Tips
Page 14

Post script
Page 15

X-Former
Page 18



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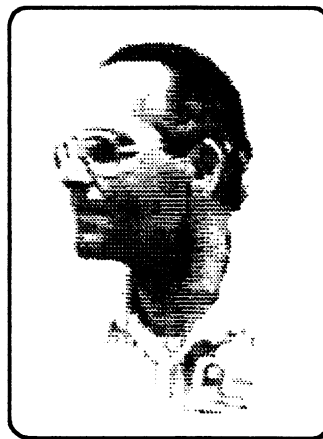
From The President

President's Message - 10/93

Well, as I sit here and try to figure out what inspirational words I can impart to the masses this month, I am reminded of the enormity of my job. I am the nonimal leader of a fine Atari Club, I am a writer for the Club Newsletter and have other duties. (At this point of time, you all should be standing and clapping and maybe throwing flowers or money.) I thought that a heavy and deep opening this month would set the tone of the month. After all, this is the month when all sorts of creatures come out. Some, such as the usual witches, cats, monsters, IRS agents, etc. are dealt with handily. Others, such as female Klingons, Vampires, mother-in-laws, bill collectors, Newsletter editors, etc. are more difficult to deal with.

Ok, now that the tone is complete set, here comes the Newsletter staff person to make his annual, semi-annual, weekly plea for articles. With the many new members that the Club has been fortunate to latch onto, it would seem that articles would be coming in droves, if for no other reason then to control this October monster. Articles are the food of this monster and if not fed, he prays on and nags incessantly and most normal people hide in terror. So, all of you, do your duty and submit an article. You never know, the nagging will stop and the awful Newsletter editor will slink back into his liar for another year.

On another subject, I think our Club membership should stand in unison and give rousing round of applause to our ST Librarian. For Rick Sava, is now online on the BBS's and the library disk distribution is now fully active and several members are parttaking of this service. For those of you that are new to the Club, have been out of touch on a south seas island or have not made use of our library, because "it was too inconvenient", this is the way it works. You decide from the vast library disk listing as to which disks you would like, and having made that big decision, you then log onto the Inner Core BBS. The phone number for that BBS is 294-5183. After you log on, go into the EMAIL area and address a request to Rick Sava and say very nicely to



him, "Kind Sir, would you please send me the following disks though FMAIL?" Also it might be nice to ask him for your free coupon for a seven course meal that he says his restaurant is providing free for all of the members of this Club. Also, thank him very profusely for his very kind generosity for wanting to feed the Club free. He has also said that with each disk that you purchase from the Library, he will also give you a free desert with your free dinner. Ok, sorry for going off on that sligh tangent, but once Rick receives your request, he will sent the disk back to you in FMAIL on the Inner Core. You will be then obligated to pay the standard \$1.00 per disk fee at the very next meeting to the treasurer. Rick will advise the treasurer which member has made a purchase and how many. If the member does not pay for these disks, that member will be barred from the use of the disk service until the account is satisfied and also the treasurer gets very mean and ugly. Oh, who is the mean and ugly treasurer, you ask; it is Bill Baker and that alone should suffice to get accounts quickly up to date.

Well, there you have it, the ST Library is full operational and our new 8-Bit librarian is still in the process of setting things up. Now, please make use of the services available to you or you may have to speak to our secretary also. Gail Kindstrom aka fingers, is very testy when it comes to unused services. Ok enough on that.

Now, just one more subject, this month is the month of Halloween, ghosts, pumpkins, and such. Also, the full moon plays a big part. We do have some members who were born this month and if they appear to have some fur, fangs, bony ridges on their heads, a bad limp, etc., please do not be alarmed, but I wouldn't sit quite next to them and I would also keep a clove of Garlic handy. Wait, there is Igor with his hump and limp, oops, sorry, that was just John Baker.

HAPPY HALLOWEEN!!!!!!!!!!!!!!

Minutes Of The M.F.A.C.C. General Meeting

September 1993

The 9-12-93 meeting was called to order at 1:30pm

With a RED face Larry Richardson stood to hear a birthday song in his honor.

On an open discussion about the projects Jim Porter says C.I.T.E. can use are help. Ron Bell added he can get information on retarded children's home in Deland.

On new business Mike Howley said he found almost no ST software in Germany. Bob said he will find out where to pick up Software Trader in Orlando from the printers.

At this point Mike Graham moved and Gail seconded to remove MFACC GFA Basic class and networking sig. with only 1 against. Motion carried.

Bill Baker was given a Star Trek transporter sound at his entrance.

Art Johnson now has the added duty of 8-bit librarian.

Upon the 2:12 adjourn of the meeting, Mike Graham won the 1st prize of the 50/50 drawing. Russell Whidden got second prize.

For the ST demo Bob showed us how to use Inter Link modem program alone with some good tips on BBS logon's.

Gail showed a very good sound and color demo of some great programs from Budapest.

Some phone numbers you will
need to communicate with our club:



President:
Bob Smith ☎ 299-5374

Vice-President:
John Baker ☎ 823-9705

Treasurer:
Bill Baker ☎ 277-3438

Secretary:
Gail Kindstrom ☎ 293-3063

Librarians:
8-Bit:
Arthur Averett 290-2096

ST:
Rick Sava ☎ 574-6033

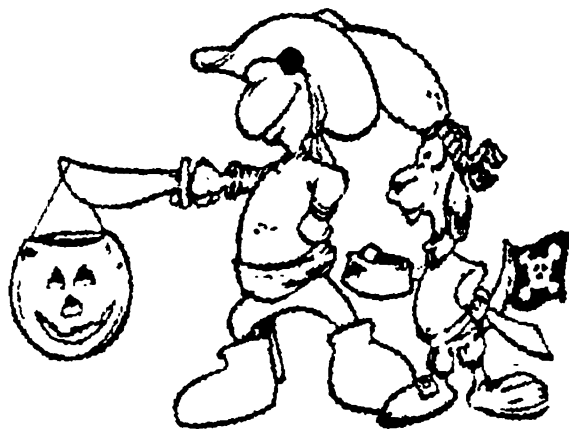
Publicity:
Jim Porter ☎ 695-1467

This newsletter is produced on an Atari Mega STE-4, using Pagestream 2.2
and printed on a Hewlett Packard Deskjet 500

Treasurer's Report October, 1993

Opening balance for checking	\$476.11
Deposit	210.00
Service charge	0.00
Ending Balance	\$686.11

As of September 30, 1993



Birthdays for October

*Debra Hatfield
Mike Howley*

*Jim Halcrow
Catherine Willick*

*Ben Wabnick & Don Otey
are new members.
Welcome to the MFACC*

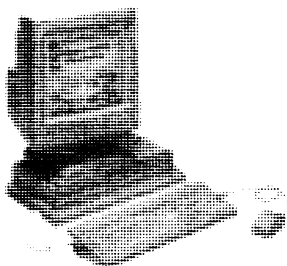
COMING EVENTS

8-bit Demo's will be voice and color demo's
from a Bbs in Miami.
St Demo is InterLink.
October we will have an Atari vidio.

MEMORIAL



We Have Been Under New Ownership Since November 1992



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Transartica	46

Joysticks	15-20
Air Support	38
DC Data Diet	46
True Paint	54
Virus Killer	22
Lemmings 2	43
Diamond Back II	32
Diamond Edge	44

Intelligent	
Strategy Game	37
Shadow Socrcerer	23
Dreadnoughts	50
Civilization	40
A320 Air Bus	52
War In The Gulf	40
Street Fighter II	39.99

B-17 Flying	
Fortress	49
Motor Head	27
ISHAR	46
Music Com	43
Print Master Plus	42
Frenetic	36
X Witch-It	31
Marcel Word	
Processor	42

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DIAMOND EDGE Review !

"..a total, must have
system package.."

GETTING THE EDGE *****

A review of; Diamond Edge..
The Hard Disk Maintenance Utility

by Bill Pike (STEP)

Diamond Edge is a program that contains just about everything you could ever want in a Hard Drive maintenance package. It was put together by Robert Luneski of Oregon Research Associates. This program along with Diamond Back II are a total system package that every Hard Drive owner must have. It will work on any virtually Atari System and Hard Disk, also floppys.

Yes, I said must. The cost for Diamond Edge is \$69.95 and very well worth every penny. Especially after you are attempting to recover data from a Hard Drive crash. Once you have spent maybe 3 or 4 hours trying to recover the files that you have been working on for 4 months, you do back up your Hard Drives every couple of days don't you? (not so subtle hint to purchase Diamond Back) Well I guess not if you are taking 3 or 4 hours to recover the data. You will find that \$69.95 is very cheap. Much less costly then the wig you are going to have to buy to cover all the hair you are tearing out.

First let's say that this is one of the easiest to use programs that I have seen and that the documentation is very kind to the novice, but thorough enough for the expert. The really important stuff has a check mark beside it. You do read the documentation before using a program don't you? Also there are selectable levels for warnings so that you can have extra alert boxes before you do anything or if you know what you are doing then you will only get the important warnings, your choice. There is even a section in the end of the documentation that will explain everything you wanted

to know about a Hard Drive but were afraid to ask.

Ok, down to the nitty gritty. Just what does Diamond Edge do? Diamond Edge is actually 5 programs in one. The programs are integrated into a single application program.

The first area is the Disk Medic. This section of the program checks out the disk structure and file integrity. It checks to see if FAT tables 1 & 2 are the same, they should be. It checks for a valid boot sector. It checks for Invalid Directories. It checks for Unreadable Directory Sectors, Illegal File Names, Bad Directory Entries, Inconsistent File Size, Bad FAT entries, FAT chain collisions, and lost sectors. You can also automatically fix these problems as the program finds them or manually tell Medic to do so or not as you choose. Either way a file is written that lists the errors found and where they were/are. You are also able to test multiple drives, you can select which drives are to be tested and which are to be ignored.

If the FAT Tables don't match you are given the option to make a Medic pass selecting either one or the other FAT Table [No Other Program allows you to do this]. You can then determine which table has the correct information or has most of the correct information. You can then select that FAT Table to copy to the invalid one.

Disk Medic then makes its integrity pass and checks out all the files and directories. If you selected Auto-Fix the repair will proceed as the pass is made. You will see the disk map and what action the program is taking as it goes along. If you didn't select Auto-Fix you will get a display of the disk map and an ending choice to "fix", "view", or "cancel", "view" shows you what errors were found and where. You also have the option of saving "Lost Clusters" to a disk file, this can be a real help in recovering text files.

There are three methods of mapping out Bad Sectors, you can also select how many times to run

the test. Read-Read: which reads each sector twice, this is non-destructive and will not effect the data on the disk. Read-Write-Read: the data for each sector is read off the drive then written back to the same sector then read again testing for a match, this also will not affect the existing data if it is OK. Write-Read: which writes a random pattern to each sector and then reads it back checking for matching data, Kiss any Data on the Partition Goodbye with this one. Of course the last method is the most effective. Isn't it nice to have a backup of the data? (second not so subtle hint to purchase Diamond Back) You will be presented a listing of the bad sectors and asked if you want to lock them out.

You are also allowed to partition your Hard Drive. Diamond Edge supports Atari, Supra, BMS, and ICD formats. You can also just change one partition, hide/unhide a partition, save/restore partitioning information. Diamond Edge also supports the TT SCSI IDs.

...Whew!!, next section please!

Here you have the Optimize Drive functions. Optimizing makes all of the sectors of a file congruous as well as packing all the files together into a single area of the disk. As files are written to and erased from your disk the file data gets more and more spread out over the disk surface. This is called file fragmentation. The poor drive mechanism has to flip all over heck and gone to find the data until it reaches the point of giving up and the drive crashes. Here is where Diamond Edge shines. I took a Hard Drive partition that was pretty well fragmented and made an image back up of it on floppy disks so that I could recreate the original.

There were two other commercial Hard Drive Optimizers that I compared Diamond Edge to, Hard Disk Sentry from Beckemeyer Utilities (I was unable to compare with his new version, I did contact him several times, and was forced to use the old version). The partition I was working on was 11mb and 85% full I ignored the disk testing time, Diamond Edge took a little under 4 minutes, which

included optimizing for writing which the version of Hard Disk Sentry that I was testing with was unable to do, Hard Disk Sentry took 8+ minutes to optimize, TuneUp took over 10 minutes. Also with Diamond Edge you have the option to just compress the free space which just shoves all the files together without making the sectors congruous. This cuts the time way down and it is recommended to use this once the drive has been optimized. As you can imagine this is a LOT faster. If you optimize for reading, all the data is placed at the beginning of the disk while if you optimize for writing, the data is placed at the end of the disk. This is to let the read/write head move the least amount to do its thing. The head movement is the slowest part of disk access.

....NNNNNnnneeexxtt!

Diamond Mirror, this section of the program makes a backup file of the FAT Tables and Directory Structures, saving them to a disk file. When a file is deleted the first letter of the file name is replaced by a non-ascii character and the clusters that the file occupied in the FAT table are freed up for reuse. If you accidentally delete a file and have not written to the disk all the data is there you just cannot get to it. If the drive has been recently optimized then all the data is in congruous sectors. The directory entry for the file hasn't been erased but is hidden. The directory entry contains the starting location for the file and how long it is. By retrieving the directory entry it is possible to "turn the sectors back on" and recover the file. However if the file was fragmented, pieces of the file were at different locations this won't work. Here is where Diamond Mirror comes in. It has remembered where the file was. Diamond Mirror can be set up to automatically run at bootup or once a day or once a week. I use the daily option, it depends on just how much reading and writing you are going to do to the drive each day, which one you select. There is also a Validation Program that will keep track of all the files on a partition via a checksum for each file, you have a choice of CRC (best) or Checksum. By using this in conjunction with Diamond

Mirror you can rest assured that you recovered all of the file and that the file is good.

Diamond Edge will make a file containing the Boot sector, Fat Table, and Root Directory of each Partition. These are saved and in the event of a catastrophic failure, you will be able to recover the disk as long as the controller and drive mechanism are functional. You are even able to recover SCSI partitioning information.

You can also copy a 20 meg partition onto a 60 meg partition, zero a partition (which erases everything on that drive), unzero a partition (which restores the drive). "Wipe Partition" really zeros a partition. It zeros the directory and the FAT tables but also overwrites EVERY sector with random data. Everything on that partition is history period.

"All Info" gives you data on how full every drive partition is and the percentage free including the totals for all partitions. "Print" gives you a printout of the screen information.

One third (20 pages) of the book consist of just how a disk is structured and what parts do what. This is one of the most easily understood explanations that I have seen of a very complex subject.

Editor Note;

Bill Pike is probably the most widespread read ST software reviewer on the Atari platform. His reviews have always been highly informative reading while in-depth enough to satisfy both the casual user to the most 'vigorous' power user. This review is reprinted from ST Report.



HUMOR A-LA-MODE
By Bob Smith

I have once again come across several very fine and funny jokes. Here they are in their entirety. Now the disclaimer, this writer and the staff of this Newsletter will not be responsible for any injuries sustained while in a severe laughing mode. "And away we go....."

Who was the last one to box Joe Louis and win?

The Undertaker.

A prospective tenant wondered about some stains on the walls of the kitchen. "The man who lived here before," the rental agent said, "was an inventor. He mostly worked with explosives." Oh, so those stains are some of the that

went wrong?" "No, those are the inventor!"

A tough case was being argued in court. The defense attorney, feeling that he was in trouble, sent the judge a bottle of hundred-year-old brandy. The defendant was fit to be tied. "The judge'll kill me. Trying to bribe him! We're dead!" "I don't think so," his attorney told him. "I sent it in the other lawyer's name!"

A lucky deadbeat found a wallet. In a matter of days he used the American Express card to run a large bill. He was arrested and brought before a judge. After hearing the evidence, the judge became furious and said to the defendant, "To make sure you know the severity of your crime, I'm going to fine you two thousand

dollars!" The deadbeat said, "Okay, Your Honor. But can I put it on my Master Card?"

A child asks his mother, "What did Daddy look like a long time ago?" The mother answers, "He had long dark hair with natural waves." The kid said, "Well, who's the old baldheaded coot who lives with us now?"

I bought a statue of the Venus de Milo real cheap because it was an irregular. It had both arms.

Well, that's about it for now. There is humor in everything, why don't you let us know about some of yours.



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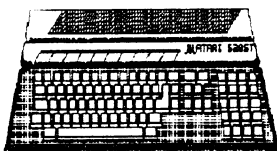
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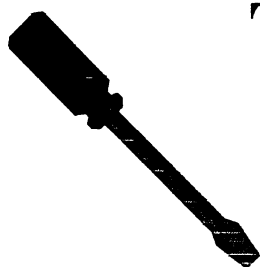
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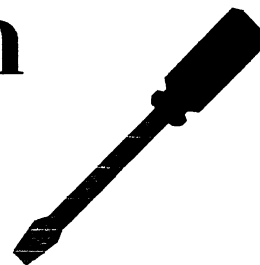
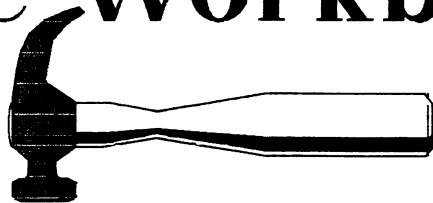


***The Falcon has LANDED!!!
Supply limited.***





The Workbench



POKEY STEREO UPGRADE

by Charles Steinman

Information file for adding stereo to an Atari 8-bit computer using two pokey chips. Note: Installation of this modification will void any warrenty you may have on your computer. Chuck Steinman, DataQue Software, or GENie telecommunication service cannot be held responsible for the installation of this upgrade or any incidental or concequential damage to any equipment or persons using this upgrade or any variation of it. In other words.... you are on your own.

This is upgrade version #1. It will only provide stereo output for software written specifically for this upgrade. It will not produce stereo output for existing software. Also, the keyclick will NOT be fed into the stereo outputs, as it does not originate from POKEY.

A) Parts Needed:

1) Second Atari POKEY Audio Chip

a) BEST CO12294

\$5.00

b) B&C ComputerVisions C2294 74LS part if more convenient) on the motherboard. Make sure that the new chip has its locator notch/dot on the same end as the chip below it.

d) Solder pins 7 and 14 of the inverter to the same pins of the lower IC.

e) Run a small wire (wire wrap type works best) from pin-1 of the inverter to pin-13 of the CPU. The CPU is part number CO14806 on the XL/XE series.

f) On the old POKEY there is a 3k pullup resistor connected between pin-31 and Vcc. You will need to unsolder this resistor and remove it.

g) Run a small wire from pin-2 of the inverter to pin-3 of the inverter, and then on to POKEY pin-31. Note, you can use the pad where the resistor was just removed. Be sure to get the correct one.

2) POKEY Information:

a) Bend up all pins on the new POKEY which are marked with a minus on the diagram. This includes POKEY pins: 8,9,10,11,12,13,14,15,16,18,19,20,21,22,23,24,25,26,27,28, and 29.

b) Cut off the narrow part of each pin bent up.

c) Tin each lead which was NOT bent up. This includes pins 1,2,3,4,5,6,7,17,30,31,32,33,34,35,36,37,38,39 and 40. These pins are marked in the diagram as *,>>, or <<.

d) Now, bend up the pins indicated by the >> and << symbols. Do NOT cut these pins short.

e) Place the new POKEY on top of the old POKEY in a piggy-back style.

f) Solder the unbent pins of the new POKEY to the old POKEY. If your original POKEY was in a socket, then it is easier to connect the two if it is removed. Make sure no excess solder flows down the pins to the narrow part of the OLD POKEY. Reinsert both POKEYs into the original socket.

g) Solder the 1k resistor from pin 37 to Vcc. The most convenient location to pick up Vcc is where the 3k resistor was removed earlier.

h) Solder a wire from pin-31 of the new POKEY to pin-4 of the inverter.

i) Mount the two RCA jacks on the rear of the case, preferably in an area close to the POKEYs.

j) Solder a bypass capacitor to each of the center conductors of the RCA jacks.

* k) With the trim-pot knob facing you, pin 1 should be to the left side. Solder a wire from this pin on each trimmer, to a ground trace on the motherboard.

* l) Connect the free end of the bypass capacitor to the center pin of the trimmer (one capacitor to each trimmer).

* m) Connect the shields of the audio cables to the provided solder lugs on each RCA connector, and the center conductor of the free terminal of each trimmer.

n) Connect the center conductor of the free end of the audio cable which is connected to the left RCA jack/trimmer/cap to pin-37 of the OLD POKEY.

p) Connect the center conductor of the free end of the audio cable which is connected to the right RCA jack/trimmer/cap to pin-37 of the NEW POKEY.

q) The shield of the audio cable on the POKEY end, should be cut and taped (or heat shrunk) so that it does not touch anything.

r) Run a 18-20 AWG wire from the ground lug of the RCA jacks to the wide ground area on the motherboard. This normally makes contact with the shield box that covers the motherboard.

s) You will now be able to connect the two RCA cables to an AUX (or Tape) level input of a stereo or boom box.

* t) I would suggest centering the trimmers in their travel, and adjusting them as needed to get the best clarity. You may want to glue the trimmers to the back of the cabinet to keep them from moving around.

* NOTE: On my system the POKEY outputs worked fine without the trimmers.

So I just connected the bypass capacitor on each RCA jack to the appropriate audio cable center conductor. This was driving an AUX 350mV input of a Pioneer SPEC-1 preamplifier.

POKEY Pinout

Vss *	01	40	* D2
D3 *	02	39	* D1
D4 *	03	38	* D0
D5 *	04	37	>> Audio Out
D6 *	05	36	* A0
D7 *	06	35	* A1
02 *	07	34	* A2
Pot-6 -	08	33	* A3
Pot-7 -	09	32	* R/W
Pot-4 <<	10	31	<< CS1
Pot-5 -	11	30	* /CS0
Pot-2 -	12	29	- /IRQ
Pot-3 -	13	28	- Serial Data Out
Pot-0 -	14	27	- A Clock
Pot-1 -	15	26	- B Clock
Key Strobe 2 -	16	25	- Key Strobe 1
Vcc *	17	24	- Serial Data In
Keyboard-5 -	18	23	- Keyboard-0
Keyboard-4 -	19	22	- Keyboard-1
Keyboard-3 -	20	21	- Keyboard-2

C) POKEY Registers:

I will only elaborate on registers used to produce sound in the stereo upgrade. All registers which were in the original POKEY will appear in the second POKEY 16 bytes higher in memory. The extra UART, key scanner, and pot scanner could be used for all kinds of neat projects.

Location	Name	R/W	Function
\$D200	AUDF1	W	Audio Channel #1 Frequency (Divide F/n)
\$D201	AUDC1	W	Audio Channel #1 Control (Vol/Distort)
\$D202	AUDF2	W	Audio Channel #2 Frequency (Divide F/n)
\$D203	AUDC2	W	Audio Channel #2 Control (Vol/Distort)
\$D204	AUDF3	W	Audio Channel #3 Frequency (Divide F/n)
\$D205	AUDC3	W	Audio Channel #3 Control (Vol/Distort)
\$D206	AUDF4	W	Audio Channel #4 Frequency (Divide F/n)
\$D207	AUDC4	W	Audio Channel #4 Control (Vol/Distort)
\$D208	AUDCT1	W	Audio control for channels 1-4
\$D20F	SKCTL1	W	Serial Port Control
\$D210	AUDF5	W	Audio Channel #5 Frequency (Divide F/n)
\$D211	AUDC5	W	Audio Channel #5 Control (Vol/Distort)
\$D212	AUDF6	W	Audio Channel #6 Frequency (Divide F/n)
\$D213	AUDC6	W	Audio Channel #6 Control (Vol/Distort)
\$D214	AUDF7	W	Audio Channel #7 Frequency (Divide F/n)
\$D215	AUDC7	W	Audio Channel #7 Control (Vol/Distort)
\$D216	AUDF8	W	Audio Channel #8 Frequency (Divide F/n)
\$D217	AUDC8	W	Audio Channel #8 Control (Vol/Distort)
\$D218	AUDCT2	W	Audio control for channels 5-8
\$D21F	SKCTL2	W	Serial Port Control

Each Audio Channel Frequency Register is an 8-bit value which is a divisor of the primary frequency.

Each Audio Channel Control Register Controls the Volume and Distortion of each channel. The bits are assigned as follows:

76543210 ----vvvv Volume control bits. Range controls volume as follows:

0000 lowest volume level

 \ /

1111 highest volume level

----s---- Volume only bit. Directly controls audio output:

0 Speaker output is off

1 Speaker output is on

ddd----- Distortion code. Code is assigned as follows:

000 5-bit/17-bit poly noise

001 5-bit poly noise

010 5-bit/4-bit poly noise

011 5-bit poly noise

100 17-bit poly noise

101 pure tone

110 4-bit poly noise

111 pure tone

The AUDCTLn register controls all channels. There are several functions assigned to this register as follows:

bit-7 Makes 17-bit poly into 9-bit poly counter

bit-6 Clock Channel-1 with 1.79 MHz (CPU rate)

bit-5 Clock Channel-3 with 1.79 MHz (CPU rate)

Bit-4 Join channel 1 and 2 to form 16-bit range

Bit-3 Join channel 3 and 4 to form 16-bit range

Bit-2 Insert filter in channel-1, clocked by channel-2

Bit-1 Insert filter in channel-2, clocked by channel-4

Bit-0 Switch clock base from 64kHz to 15kHz

The SKCTLn register controls various functions of the POKEY device, and only has to be initialized to a value of three to assure all four channels of POKEY are active.

Note: To detect if the upgrade is installed, look at the 8 extra pots, they will be all zero. Also the key code register will be also zero. If you compare the keycode at \$D209 with that of \$D219, and \$D219 is zero, the upgrade is installed. You may want to mask IRQ's during the test for safety.

(Editor's Note: This fine article is from The Inner Core BBS. The software for this modification is in the Atari 8 Bit file sig and available for download.)

Alternatives ?

CONSIDER THE ALTERNATIVES By Sheldon Winick

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Many Atari owners seem to find it difficult to maintain an upbeat attitude towards the Atari platform, especially when one of those periodic complaining discussions erupts. There never seems to be a shortage of someone or other urging an abandonment of the Atari platform because of a shortage of dealerships, Atari's periodic shortages of equipment, Atari's lack of advertising, or some developer not supporting the Atari platform. What they seem to lose sight of is why we chose the Atari platform in the first place.

Perhaps we should periodically go back and re-evaluate our computer needs and desires, take a clear look at what we use our systems for, how we use it, and what we really need it for. And, of course, it would always be a good idea to take a closer look at the alternative platforms.

I can't help but be somewhat amused when I hear complaints about various software and hardware incompatibilities on the Atari platform. Think we have it tough? Try talking to someone who owns a MeSsyDOS machine. Try adding Windows to attempt to get a more user friendly interface and see what happens to your software compatibility and system speed. Try installing virtually anything and see what a chore it can be to resolve all the conflicts and get the system to perform properly. Anyone who complains about having to reorder the programs in an Atari 'AUTO' folder, obviously has never been exposed to the 'fun' of having to revise a 'AUTOEXEC.BAT' and 'CONFIG.SYS' file whenever adding a new piece of hardware or software to a system.

It's really easy to let those little irritations get out of hand and turn

into serious complaints. I guess it's human nature to take the familiar for granted, and lose our perspective when something irritates us. I suspect those feelings can be compounded by the media hype we're continually exposed to advertising the alternative platforms, as well as finding ourselves surrounded by a plethora of IBM clones and clone owners constantly bragging about their machines.

Perhaps, as a dealer, my perspective is a little different as I hear the complaints from computer owners on both sides of the fence. Perhaps I benefit from the opportunity to listen to the owners of IBM clone machines complain about how difficult everything is on their machines compared to what they see us doing on our Atari systems at Computer Studio. Perhaps I'm also in the unique position of being in a small town where software isn't as easy to find as in a major city, so our local Atari owners find themselves with as good or better selection as anyone else. I also find myself selling a lot of software to clone owners who enjoy browsing through our software racks to get ideas of what is available for all personal computers. And I also get the opportunity to listen to 'them' complain about the complexity of their software and hardware, and the lack of those great productivity titles we take for granted.

I also get a great joy out of watching the expressions change on the faces of the 'walk-ins' who just happen to be walking through the mall and wander into the store along with their 'attitude' --- you know what I'm talking about --- they have a such-and-such with 4 bookoodles of RAM, SVGA, 6 gazillion titles of pirated software, and walk in the door feeling they can sneer at the 'inferior' platform. I usually just let them talk, don't argue with anything they say, but while listening, crank up something like Calamus or DynaCADD and whiz through something creative while they continue to ramble. It doesn't take long before that rambling turns into a 'Wow' or 'How did you do that?'. Within minutes they're usually sitting down watching in total amazement.

Then there's the 'I didn't know Atari still made computers' and finally the 'So how come more people don't own an Atari'. You'd be surprised how many of those visitors wind up coming back with computer shopping friends to show them 'our' alternative platform. Yes, Virginia, MS-DOS "IS" a curable disease!

I also hear the horror stories from the other side when it comes to support, service and repair for 'their' systems, the prices they had to pay, and how long it took.

Then there's the novice clone owner who benefited from a 'friend' who advised them what to buy and found them a 'great' deal on a mail order clone system. They reel off a list of features their system has ---- you know, 89 megabytes of RAM (you'd be surprised how many folks STILL don't know the difference between RAM and hard drive size), 5-1/4" floppy drive, 3-1/2" hard drive (they usually are referring to the 3-1/2" floppy drive), super VGA monitor, etc. And.... they love the system!! They've only had it for about 6 months and they already know how to use the word processing software a little and play some games. Wow!! And whenever they buy a new game, they get their friend to come over to install it on their hard drive 'cause they haven't learned how to do that yet.

Then we see the those IBM PS-1 owners wandering in looking for anything for their systems, and listen to their complaints about the cost of upgrade boards, and lack of support for their micro-channel architecture. Think they are a very happy camper after the reality of the situation sets in?

How 'bout all those parents who, even recently, ran out to get Johnny an Apple 2 or Apple 2 clone 'cause that's what he was using at school, and now finds his system totally unsupported by anyone, including our only local Apple dealer. Or the young fellow whose friends talked him into an Amiga, and now finds the only place he can get software is mail order or by special order from his local Atari dealer <big grin>.

It's easy to go through life with blinders on, but it can sometimes be a good idea to step back and look at the world from someone else's viewpoint. It's also easy to take the familiar for granted. Things like our Atari's dependability and durability, its' fantastic GEM-based user interface, and the excellent software that is so easy to learn and use. You really can't appreciate how easy memory upgrading is on an STe, Mega STe or TT030 until you've experienced the hassle of doing that on one of those 'other' systems.

And no matter how much Microsoft advertises Windows and Window applications, they are still much more complex and difficult to learn and use than our trusty 'ol Ataris. But Microsoft does know one thing --- with enough money and enough media hype, you can sell anything!

Happy (Atari) Computing,

Sheldon Winick (GEnie address: S.WINICK)
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Sheldon owns and operates Computer Studio, a full-service Atari dealership in Asheville, North Carolina. Sheldon is also a registered architect (licensed in Florida, Tennessee, North Carolina, and Colorado, as well as holding a National NCARB certificate). His current architectural drawings are, of course, being prepared on his Atari-based CADD system, using DynaCADD software.

(Editor's Note: This is was originally printed in Atari Explorer Online #9202 and the June 1992 issue of The MFACC Bulletin. Due to the timeliness of the issues that are addressed, it was felt that this article should be reprinted once again. The newsletter staff invites your written comments on the issues discussed.)

8-Bit Tech Tips **By Bob Smith**

The following how-to's pertain to the 1050 and XF551 disk drives. The information was gathered in a capture from the 8-Bit Atari-Net message base on the Club BBS. The question was asked by Mr. Manaic (real name unknown) and answered by Barry Gordon (handle unknown). These tips are fairly simple and may answer some questions or provide a method of achieving the results shown. This author does not vouch for the reliability of these tips and the reader is cautioned to fully understand the working of these drives, nor does the staff of this newsletter assume any liability. Now that the disclaimer is out of the way, here we go.

Sent by MR. MANIAC: Topic: Drive Problems.

I am having some problems with a couple of my drives that I need some advice on.

First, my 1050 doubler dosen't want to write to, or format disks. It reads them ok, but seems to 'lockup' when formatting and acts like the disk is write protected when I try to save a file or when a program tries to write to a data file. I was told that I might need the heads aligned and I was wondering if there a way I can do this, or do I need to take it to a electronics shop. On one of my XF551 drives, the board were the power supply connects to seems to have gone bad. The power supply works, (I tested it on my 2nd XF551) and the drive mechanism itself is ok. I swapped it out with the working drive to test it. I'm wondering if its just a diode that burned out, or if I should find a place to send off for the power board. Though I'd rather fix it myself.

Reply Sent by BARRY GORDON: Topic: Drive repairs

Your 1050 probably has a bad write protect sensor. You can test this by opening up the drive and locating J11. This is the front-most connection in the row of five located in the back left corner of the drive (when looking at it from the front). There are four wires on this plug. Pin 4 is toward the front of the drive and Pin 1 is toward the rear. Take a pair of pliers and gently (but firmly) pull the plug off the connection. Take a piece of wire and short pins 2 and 3 together. That will disable the write protect circuit. If your drive writes with these pins shorted together, then the write protect sensor is bad. It can either be replaced, or you can leave the plug disconnected and the shorting wire in place, but if you choose the latter, the drive will write regardless of whether the disk is notched or not.

As for your XF551, it is suffering from a very common syndrome that I call "551's disease". Atari did a very poor job of soldering the connections on the XF551. Due to stress, the SIO connections and often the power connections break loose. Unfortunately, reheating the connection and adding fresh solder seldom works. I find I usually have to take some wire and jump over the disconnected trace.

Well, there you have it. These are rather easy tips and the disabling of the write protect circuit has a very strong appeal. There more elaborate ways of doing that, such as installing switches and LED's, but if the protection is not important or not going to be used, this is rather simple.

AND ATARI:

10 Steps To Postscript Nirvana! By Richard Brown

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An ST Pontification, batteries included, or ...getting real with the ST, Printing, and Software Support

From time to time I'll meet a new Atari user, or a user that's been around for some time, and they will express their doubts about their system, lamenting on its shortcomings next to the "mainstream" computers.

One need only query as to the demands made of the Atari to understand one of the problems in the ST world: while many initially purchased an Atari for its low cost and high apparent value, minimal investment followed the purchase leading to a problem we can call "underachiever" syndrome.

Many ST's are emasculated via a reliance upon the internal floppy drive. A second floppy or hard disk purchase can make a profound impact on the utility of the machine.

Video gamers rarely require such hardware, but as the gaming falls by the wayside, all too often, so does the ST. One-time gamers might not ever harness the power of their machines. With failing color monitors and dirty, uncared for keyboards, the computer may seem a relic before its true utility is realized.

Unfortunately, there are mail order retailers whose entire existence relies upon the games market, and these "dial-a-dealers" do little to promulgate a future for the ST.

Time and again, ST users "move on" to find that, in the Mac and IBM worlds, well, things get very pricey...

Simple economics can usually point out a folly in progress: Are we to assume a new IBM clone or Mac system is cheaper than, say, a memory/speed upgrade, hard drive,

and monochrome monitor which will serve to invigorate a basic ST? And at what price software? At what cost learning a more primitive OS? And, what is the value of the downtime in productivity such a choice will inevitably demand?

Some would say that they've held out for DOS to get Windows 3. Just like an ST, they think, but with all that power. I bought it just to see, folks, and then I talked with a representative from one of the top Fortune 500 companies about it: a red herring folks. The Fortune 500 company man explained, quite simply, that no "power user" can avail himself of Windows. It is the proverbial "dog with fleas."

Nag, nag... Perhaps I digress...

Finally, we come to the point of the output, or how the general public sees the results of the computer's labor. Impressed by any number of factors, the now "serious user" may end up buying that "quality printer" that his sparkling new system deserves.

Wait a minute.... why not for the Atari?

Perhaps the casual ST user fails to realize that every ST begs to be connected to a better printer?

The days of dot matrix, many times the "standard" equipment of the ST world, especially for the "old timers," is drawing to an end with the advent of low cost ink jet and bubble jet printers from powerhouse manufacturers like Hewlett Packard and Canon. Both of these companies either are delivering or stand ready to deliver full color jet printers.

Beyond the jet printers, there abounds a sea of laser printing options, from the Atari laser to the HP Laser jet to the various PostScript printing options.

A step past the personal printing options just mentioned are the imagesetters, featuring typeset-quality output standardized at up to 3000 dots per inch resolution. These machines are intended for pre-press printing options, including type, halftones, and color separation.

But what printer is for you?

To answer this question, you have

to ask yourself about your output demands. Beyond the simple conveyance of words, what do you wish to tackle with your ST? Newsletters, for example, require desktop publishing if they are to look comparatively acceptable. Photo reproductions may also be needed.

On the ST, both the Canon Bubble jet (even the portable, battery-capable BJ130) and the Hewlett Packard Deskjet 500 are excellent choices. Both represent reasonably small investments for excellent capability. Both excel in particular ways: the Bubble jet does better with typography, but the Deskjet seems to have an edge in graphics. Neither printer is anything to write home about as far as paper handling goes, except both do envelopes.

This estimation may be unfair to some degree. I own both the BJ130 and the Deskjet 500C, and am comparing a truly portable, fold-up notebook-sized portable against a fixed desktop model. More than this, my Bubble jet has gone through airport baggage handling, etc., in more than a continent's worth of travel. Still, the Bubble jet is crisper on type at its 360 dpi resolution, next to the HP's 300 dpi.

Laser printers are a better option for more serious DTP applications, and this is truly an area of "Atari Advantage." Programs like Calamus are devoted to maximizing the benefits of Atari's own SLM series of laser printers, whereas programs like PageStream focus more on the PostScript printing options.

But change is in the air. Soon, Calamus SL is expected to dish out its power to PostScript printers through a new module, and the DTP world will never be the same.

The Atari SLM series is quite affordable, whereas PostScript options, though getting more affordable, tend to get pricey.

The fantastic (in its native 'tongue') HP Laser jet 3, with its circular variable dot capability, can be adapted via cartridge to PostScript use, but users report this results in a massive loss of speed (not to mention extra money for more printer RAM and the pricey cartridge itself).

In short, there is a lot of give and take in laser printing decisions. Atari provides one choice, which may be enough for many users, but in pursuing the high-end DTP market, faced with PostScript as the defacto standard of imagesetters everywhere, buying a PostScript printer eventually becomes inevitable.

In my company and our affiliates, a lot of PostScript printers have been put to the test, so here are some shopping tips:

TEN STEPS TO POSTSCRIPT NIRVANA

~ Useful Information and Tips on
Selecting Your PostScript or Laser
Printer ~

1. DPI (dots per inch): 300 is the old standard, but 400 and 600 dpi are becoming more common.

2. Does the printer run Adobe PostScript (the origin of PostScript), or does it run a compatible emulation? Many new RISC-based high speed PostScript printers use emulation, but not all are good at all things PostScript (the NewGen line seems well worth a look for high speed RISC-based PostScript emulation).

3. How black is black? Surprise! There are very pricey PostScript printers out there that do not print black! Dark gray, maybe, but a Bubble jet or Deskjet will easily outperform it for blacks. Have the dealer print you a nice 5x7 inch box (or full page) as SOLID BLACK. Look at the page. Sometimes, you'd swear the Milky Way is running through the "black" box. This is usually not a good sign.

If possible, also print a TIFF or EPS halftone graphic. Printers that do not support black often "give up" in printing a halftone, defaulting to paper white far too quickly in the printing of halftones. You'll see the halftone pixels lightening, then stop suddenly, leaving the photo or graphic with an unnatural visual feel. Graphic halftones are the real test of PostScript printers. Many newsletters, for example, don't need to be output on an

imagesetter at \$7 or more per page. It is important, therefore, that the office (or home) printer does a good job with graphics and halftones.

4. Read the small print: have a type sample printed, and look at type sizes between 3 and 10 points. Some PostScript printers are sloppy and although a 300 dpi printer isn't expected to do so well at 3 point type, but it is a telling factor on machine precision (some are readable!).

5. Check out ordinary print: output a page with "normal" font sizes, from 10 to 72 point (72 points to the inch). Study the page. Does the printer "overspray," that is, leave a mist of tiny extra black pixels in the white space around the character? This is a tradeoff of sorts. Sometimes a printer with good blacks and halftone reproduction will exhibit "overspray". The idea is to find a printer that provides a balance between the two. A rule of thumb: take the good graphics reproduction, and suffer through a little overspray. Pictures are worth the proverbial thousand words, after all.

6. Coordinate accuracy: PostScript uniformly describes a page through a complex series of ASCII commands which address a "page description" graphic language. The problem is, that's all software, and therefore, theory. What about the hardware? Another test page: using whatever software is linked to the printer, place a uniform 7.5 x 10 inch unfilled box CENTERED on the page. This leaves a uniform half inch border on all sides of an 8.5x11 page. Print it. Now, fold the paper, carefully, down the middle both vertically and horizontally, matching the edges. Using the folds, hold the paper to the light and look at the box corners superimposed over each other (top meets bottom, left meets right, etc.) Oops! Doesn't align! Not printed square to the page? This can be important: When I changed PostScript printers recently, all my stock page templates had to be adjusted about 3/16 of an inch, and on an angle to the upper right, as I remember!

7. Lines: Test print a series of lines, cascading up in point size from .1 to 6.0. Of course, the dealer may balk. Fine. Two lines, .1 point

and 1 point. There should be a big difference, EVEN at 300 dpi.

8. Does the printer have a smart interface? Does it sense incoming data and automatically choose between a variety of printer emulations? (Again, the NewGen looks good, printing just about anything thrown at it - even screen dumps.)

9. Does the printer handle a wide range of paper stocks? Many printers get very finicky over paper weights, and 24# stock is often the limit. This is upsetting when using a PostScript printer, and you need, say, some quick business cards. My old AST PostScript printer (now gone from the marketplace) easily handled heavier stocks with its excellent mechanism. The same goes for envelopes, by the way... Some do, some don't.

10. Annoyance Factors: What is the maximum paper capacity? This goes for both the incoming and outgoing capacities. On my NEC Silentwriter, I find paper capacity very poor, and paper handling even worse. For writers (I'm a screen writer), being able to confidently print 100 or more pages at a time is important. The NEC barely takes the 110 or 120 sheets I need, and if that stuffed, often (like clockwork) jams while printing due to very poor paper handling.

Even worse, the outgoing "basket" chokes every 20-25 pages, meaning: in a 110 page printing session, I have to stand over the printer the entire time to clear paper jams, check for missing pages due to the jams, and clear the out-basket at least five times during the print session. In the days of my excellent AST Turbo Laser, I could print the same document, and after the first page settled in the huge 'out-basket' (or tray), I could go to lunch with confidence.

"Print and go to lunch" capability will be more important than you think.

SOFTWARE OPTIONS

Having a great printer necessitates great software. Calamus and PageStream offer sophistication as page layout programs, as mentioned before.

Didot Professional also looks to be a winner, with the dual capacity for using PageStream's (or IBM) Type 1 PostScript fonts as easily as it uses Calamus fonts. Didot combines this font power within a package that has an astounding array of high-end functions, including Calamus Outline Art-type font tricks directly within its document processor! (Also, would you believe, font editing and autotracing of bitmaps?) And unlike PageStream, which offers extreme power at the cost of screen redraw speed, Didot is lightning fast, not unlike Calamus. Didot also has extensive support of imagesetter technology, or so an imagesetter I know has told me (I have yet to see the proof of it).

However, while a desktop publishing / typesetting pre-press option for years, Atari today is finally coming into its own in terms of graphics production.

Programs like Calamus SL, PageStream, and Didot Professional all have significant color capabilities, and new software, like Retouche Professional and Cranach Studio / Paint, are on their way, arriving just in time to bring excellence in "photo-graphics" to the ST and TT. Beyond the scope of the simple bitmap, these high-end gray scale packages support many color and gray scale picture formats, bringing Mac-like power to the ST.

High-end bitmap/vector art packages abound for the ST, with the CodeHead Technologies' import, "MegaPaint Professional" and Gribnif's import, "Arabesque Professional" leading the way for the combined vector/bitmap art crowd. Both print to a wide variety of printers (though PostScript is yet to be supported).

CodeHead's spectacular "Avant Vektor" is another, ultra-serious autotracing/vector art package that supports the two most important ST standards, Calamus' *.CVG and PostScript's *.EPS

The number of European programs heading towards English conversion seems to be on the increase. These programs (like Calamus) are usually heavily supported, and much R&D continues on them, making major upgrades a common event. For this

reason, keep looking to the major ST supporters, like ISD, CodeHead, and Gribnif (I know there are others: this is not a complete list) to bring new standards of excellence to your Atari that compare in every way to the "powerhouse" Macs and DOS clones.

And don't forget the home-grown: SoftLogik, the maker of PageStream, is a company dictated by the U.S. market, and a classic example of a company driven by that market. Unfortunately today, there are far more Amigas in the U.S. than there are Ataris, and the force of the market alone has shifted SoftLogik's basic support to favor the Amiga first over the Atari.

The profound results for PageStream's ST market: Calling SoftLogik's technical support can be a frustrating experience with busy signals.

Users have come to expect only management or bug fix updates, not major upgrades, and that's what they can count on pending an upsurge in product support.

One need only to look at which version is on which machine, and the tale is told. Rumor: fantastic PageStream ST upgrade coming, but will it be in 1994? Historically, PageStream 2 was announced in May of 1990, but did not reach the end users until July, 1991. This is not SoftLogik's fault, folks.

Remember WordPerfect? The world's foremost word processing software company decides to support the "new" Atari ST. A computer for the masses, and the best software too. But, where was the support? The company had no problem meeting the trickle of demand it received, and soon enough, decided to cut its losses. It costs, in terms of both labor and money, to develop any commercial software.

ST users need to support this effort. The few stateside software manufacturers deserve the ST community's support.

If an ST user switches platforms, then he immediately invests HEAVILY in hardware, software, and expects support. He gets it, because he's joined a nation, not a fraternity. He'll think nothing of plunking down many hundreds of

dollars to get the software he needs to get things as close to his expectations as possible.

Where is this spirit in the U.S. Atari market? More than ever, for very real and tangible reasons, Atari sparkles with the promise of a significant rebirth.

But Atari Corporation needs to hear from the U.S. masses. Corporations are basically greedy enterprises. If Atari Corporation believed that it could sell a million ST's in the U.S. this year, it would bring about a revolution.

Computer stores are also basically greedy enterprises, and where demand goes, they follow. ST's could find their way into new dealers, and like the phoenix, resurrect those that have died.

(Let me adjust the soapbox a little...) The common complaints of current and ex-Atarians (no support, etc.) are not the fault of the much-maligned Atari Corporation; it is simply the expected response that follows a lack of a market.

So call two friends, have them call two friends, and so on... and create that demand!

You can count on support, despite all the doomsaying! Just look at the facts: The true-believers, principally European software concerns and their brilliant Atari programmers, continue to dole out excellence in high-end software.

American true believers, like SoftLogik, Gribnif, Double Click, Gadgets by Small, FastTech, and CodeHead Technologies (I know, I know... there are more), continue to support the ST and need your support. They are also some of the principal sources for the European imports...

With the current hardware/software offerings, it is extremely unlikely that any average to serious computer user will outgrow the Atari line of computers, ever.

All it takes is the right point of view.

Now, make those calls!

THE ST AND THE 8-BIT

By Bob Smith

The title of this article is purposely somewhat misleading, as I wanted to get the attention of the ST computer user/owner who is also an 8-Bit computer user/owner. Or at least still has an 8-Bit drive. What this article is really about is being able to run 8-Bit software on the ST.

There is many good 8 bit programs which, when run on the ST platform, are excellent for the clarity, graphics, utilities, etc. For quite awhile, it was impossible to do this as the equipment was totally incompatible. However in 1988 or 1989, a very talented programmer solved the problem and put out an 8-Bit emulation program called 'Xformer'. This program group had several versions, the last of which is 2.55. That version was far and away the best. Well, just one problem existed as the software would not work without a cable to hookup the 8 Bit disk drive (uauually a 1050 or even an XF551) to the ST. Well, lo and behold, a cable was invented and has been sold commercially, but is fairly simple to build.

I looked around for the information to put this together and could not find it until I put out a message on the Inner Core BBS, asking for the "How To" on this cable. One of the great advantages to BBS's is that many caring and friendly users are eager to help. Before I had actually received the information back on the BBS, I was very fortunate to actually come upon a complete cable of the commercial variety. A very good member of the Mid-Florida Atari Computer Club allowed me to borrow it to put on a demonstration of how this works. At any rate, I received a reply back in a fairly short order and a Texas gentleman sent me the following complete information on "how to" build this cable. His name is Tom D'Ambrosio and he is a member of the NovelConcepts BBS, in Houston, Texas.

Now for the disclaimer, I or the MFACC Newsletter staff do not make any representations about this construction. If you see fit to use this fine information, please be advised that you do so at your own risk. Ok, now that I have gotten that out of the way, this cable is relatively straight forward to make and if you follow the Pin Diagram, you are not likely to mess it up.

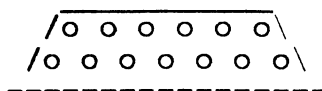
The following will explain how to make an ST-Xformer cable that will connect any Atari 8-Bit compatible drive to the ST via the printer port on the ST.

The parts that you will need:

- 1- One Atari 8-Bit SIO cable. The standard 13-pin black cable that the 8-Bit computer uses for everything.
- 2- One standard DB-25 MALE printer cable plug. (A cover for the cable connector is recommended, after all, you do want your work to look good also.)

The following diagram is the pin numbering of the SIO cable plug:

Upper row, even #: Pin-12 v v Pin-2



Lower row, odd #: Pin-13 ^ ^ Pin-1

The colors of the wires change from cable to cable, so test them first. On the DB25-M printer plug end, read the package for the proper pin numbering.

Cut off one end of the SIO cable (8-Bit) and connect the following wires:

13-Pin SIO	DB25-M	
2	3	Clock out.
3	11	Data In.
4	18	Ground.
5	5	Data Out.
7	7	Command.
10	1	+5 volts.

Plug the cable into the ST printer port, and the other end into the 8-Bit drive. Boot the XFormer 2.55 software emulator from the ST, then click on "* off *" for "D1:", a selection box will come up. Then select "external" drive as D1:. Make sure the 8-Bit drive is set to be D1: (if you are using it as drive #1.)

That is all there is to it and you thought this was going to be hard.

I am including some tips that may make your process in using this set up a little easier.

1- If transferring files between the ST and 8-Bit floppy:

Make sure you have the ST-XFormer on a disk with enough free room for all of the files that you wish to transfer. 8-Bit SpartaDOS-2.3 is highly recommended. (Please note: version 3.2 will not work at all, and other DOS's can not both read and write between formats.) The XFormer, V2.55 recognizes the ST drive to be "F:" ("F" for ST "F"loppy.... NOT ST drive "F:"! It is only a prefix.)

If you are using SpartaDOS.... Copy from ST (Drive C:) -> 8-Bit, type: (saves to 8-Bit floppy in 8-Bit format.)

Copy F:C:\FILENAME.EXT FILENAME.EXT ("C:" is an example. Any active drive is valid.)

("F:" proceeds every ST drive: "F:A:", "F:C:", "F:F:")

Insert a disk into the 8-Bit drive with DOS on it. Atari DOS-2.5 or MyDOS-4.5 will work as well if that is all you have, though you won't be able to transfer files both ways with them. From the XFormer control

panel, click on the "D:" (the P: is for an 8-Bit direct connect printer, daisy-chained through the floppy drive.) Click Basic "OFF", if you wish to straight to DOS to do a file transfer. Make sure the 8-Bit drive is on, then click "Power On, Reset" on the XFormer. The 8-Bit drive should boot.

If not, check everything mentioned above.

Please note: SpartaDOS can read disks formatted with MyDOS and AtariDOS, but "enhanced density" format (over 720 sectors) can not be written to by any DOS other than the DOS it was formatted in. MyDOS-4.5 can read Atari DOS-2.5 enhanced density format, but can not write to those sectors as well. To be safe, format all disks in SS/SD 720 sector format. AtariDOS can not read Sparta or MyDOS formatted disks.

Well, there you have it. Now you will be able to enjoy some of your all time favorite 8-Bit programs all over again and in an exciting new environment.

